VISIONARY DESIGN TECHNOLOGIES INC.

COPYRIGHT NOTICE: This software product including all screen images, concepts, audio effects, musical material and program code is marketed by Visionary Design Technologies, Inc. (hereinafter referred to as VDT), who own all rights therein including copyrights. The purchaser of this software is hereby authorized to have only one version of the program operating on any computer at a given time. Any other use of this software including copying, duplicating, selling, renting, lending or otherwise distributing, transmitting or transferring this product in contravention of these conditions is a breach of VDT's rights, unless specifically authorized in writing by VDT, and will be prosecuted to the full extent of the law as seen fit by VDT and / or it's representatives.

The product **VORTEX,** its program code, manuals, and all associated product materials are the copyright of VDT who reserve all rights therein. These documents, program code and other items may not in whole or part be copied, reproduced, hired, rented, lent or transmitted in any way nor translated or reduced to any electronic medium or machine readable form without prior consent in writing from VDT.

VORTEX, its associated logo, poster, and cover illustration are Copyright ©1988, 1989 by Visionary Design Technologies, Inc.

Amiga, AmigaDOS, Workbench and Kickstart are registered trademarks of Commodore-Amiga Inc.

We are always looking for new and talented artists, programmers and musicians to join our dynamic team. If yor are interested, contact us.

HEAD OFFICE: 45 Whitehorn Cres., North York, Ontario, Canada M2J 3B1
☎ (416) 497-0833 Fax (416) 497-3077

©1988, 89 Visionary Design Technologies, Inc. All rights reserved. Design by Ulticon Productions Inc.

Product of Canada Printed in Canada

LOADING THE GAME

To play this game, you will require an Amiga 500, 1000 or 2000 with at least 512K of memory and a minimum of 1 mouse controller.

To Load VORTEX:

1. If your Amiga is on, turn it off and on again to ensure that no Viruses are present.
2. If two mice are to be used, you must plug the second mouse into game port 2.
3. If you own an Amiga 1000, insert Kickstart when prompted to do so by the Amiga.
4. When prompted for the Workbench disk, insert the VORTEX disk into DF0:.
5. The game will now boot, and load automatically.
6. When the game has loaded, press one of F1 through F4 to begin the game (refer to the STARTING THE GAME section of this manual).
7. DO NOT REMOVE THE VORTEX DISK FROM DF0: during game play. Failure to follow this simple rule may have unpredictable consequences.

STARTING THE GAME

To begin playing VORTEX you must press one of the following keys:

F1 – Single player mode.

F2 – Two player mode.

F3 – Team mode (2nd mouse necessary).

F4 – War mode (2nd mouse necessary).

Single player mode allows one player action.

Two player mode allows two players to alternately play VORTEX and compare their achievements.

Team mode allows two players to play cooperatively sharing resources.

War mode allows two players to challenge each other as well as the VORTEX.

PLAYING THE GAME

OBJECT OF THE GAME

The game playfield is an enclosed area of a large elliptical force wall centered on your screen. Two smaller ellipses to the top left and bottom right are small extensions of the force wall and act as traps for the antimatter creatures of the Vortex.

The VORTEX is the most visible feature in the game: a large, chaotic spinning mass of stars and dust particles in the center of the field.

Your goal in each level is to cool down the Vortex. You do this by starving the Vortex of its fuel. Knock the hunks of matter feeding the Vortex into the force wall and destroy them.

Enemies:

Enemies will fly out of the core to race around the force wall seeking an exit, and destroy anything in their path.

Most enemies are made up of clusters of other smaller enemies. Knock the larger enemies repeatedly into the walls by colliding with them until they overheat and break down into smaller enemies. The smaller enemies can withstand much less and will break up after only one or two hits into the force wall.

The enemies will also attempt to knock you into the force wall. You can sustain only a limited number of collisions with the force wall before your player will break down. The amount of strength your player has remaining is shown at the right (for Player A) or at the left (for Player B).

Not all types of enemies will be released at the start of the game – be on the lookout for different enemies that bring new danger!

Special Powers:

Bonus objectives which your allies drop into the containment area will give you shielding ability. To use your shields press and hold the left mouse button. You cannot control your movement while shielded. A pulsing blue sphere in the top right corner (for Player A) or a pulsing green sphere in the bottom left corner (for Player B) will show how much shielding ability you have left. When the pulsing sphere turns black your shields have expired.

You can also drop small dummy images on yourself, using the right mouse button. Enemies will seek these images rather than you. The number of dummy images remaining is visible either below the icons showing the number of men you have left (for Player A) or above (for Player B).

CONTROLLING THE GAME

Mouse Control:

Your player is controlled by the direction and speed at which you move your mouse. Your ship has weight and velocity – Don't accelerate too quickly or you won't be able to stop from smashing into the force wall yourself!

Other Keys:

P = Pause game action until pressed again.
Q = Quits game.

HINTS AND TIPS

The gates into the small rooms will become open periodically. You can place a dummy image of yourself near the gate to attract enemies into the trap. Once inside, the enemies will bash themselves to bits. The room gates will become one way portals when a certain number of enemies enter. The rooms will not turn one way if you are in them.

Ride the edge of the Vortex for a fast spin away from enemies. Avoid being sucked into the Vortex – don't get too close!

Some levels have invisible walls, or an invisible VORTEX; The dangers are still there!

Careful when you have selected two-players simultaneously; Players can collide with each other!

Have fun, and remember...
The fate of twin universes lies in the balance.